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3 **In the Claims**

4 Claims 1, 32 and 44 are amended.

5 Claims 1-14 and 32-48 remain in the application and are listed as follows:  
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7 1. (Currently Amended) One or more computer-readable media  
8 embodying a software object for use in a media processing filter graph, the  
9 software object comprising:

10 an input, coupled to a media source, to receive content from the media  
11 source; and

12 a dynamically determined plurality of outputs, each responsive to the input  
13 and coupled to a source processing chain, to provide each of the source processing  
14 chains with their requested respective disparate media type source clips ~~media~~  
15 ~~content requested~~ from a single instance of the media source in accordance with a  
16 user defined media processing project, wherein said object is configured to parse  
17 the media source content into the respective disparate media type source clips  
18 provided by said single instance of the media source ~~reuse the media source by~~  
19 ~~providing disparate source clips from said single instance.~~  
20

21 2. (Previously Presented) The one or more computer-readable media of  
22 claim 1, wherein the software object alleviates each source processing chain from  
23 opening an independent instance of the source.  
24  
25

1           3.     (Previously Presented) The one or more computer-readable media of  
2 claim 1, wherein the number of outputs are dynamically determined by the number  
3 of independent processing chains required to process media content from the  
4 media source.

5  
6           4.     (Previously Presented) The one or more computer-readable media of  
7 claim 1, wherein the source processing chains are comprised of filter graph filters  
8 which uniquely transform the media content in some way.

9  
10          5.     (Previously Presented) The one or more computer-readable media  
11 of claim 1, wherein the object receives requests for media content from one or  
12 more of the source processing chains and satisfies said requests.

13  
14          6.     (Previously Presented) The one or more computer-readable media of  
15 claim 5, wherein the object issues seek commands to the media source to satisfy  
16 the request(s) for media content.

17  
18          7.     (Previously Presented) The one or more computer-readable media of  
19 claim 5, wherein the object serializes simultaneous requests for media from the  
20 source received from multiple source chains.

21  
22          8.     (Previously Presented) The one or more computer-readable media of  
23 claim 7, wherein the object prioritizes the serialized requests based, at least in part,  
24 on a relative project time of each of the requested clips.  
25

1           9.     (Previously Presented) The one or more computer-readable media of  
2 claim 6, wherein the object receives request for media content from a user through  
3 a higher-level application, and issues a seek command to satisfy the request.

4  
5           10.   (Previously Presented) The one or more computer-readable media of  
6 claim 1, wherein multiple objects are invoked and coupled to an associated  
7 multiple instances of source filters to satisfy multiple simultaneous requests for  
8 content from the sources.

9  
10          11.   (Previously Presented) The one or more computer-readable media of  
11 claim 1, wherein the object is exposed by an operating system executing on a  
12 computing system implementing a media processing system.

13  
14          12.   (Previously Presented) The one or more computer-readable media  
15 of claim 1, wherein the object is an instance of a segment filter exposed to a media  
16 processing system executing on a computer system through a render engine.

17  
18          13.   (Previously Presented) A storage medium comprising a plurality of  
19 executable instructions which, when executed, implement a software object  
20 according to claim 1.

21  
22          14.   (Previously Presented) A computing system comprising:  
23 a storage medium having stored therein a plurality of executable  
24 instructions; and  
25

1 an execution unit, coupled to the storage medium, to execute at least a  
2 subset of the plurality of executable instructions to implement an object according  
3 to claim 1.

4  
5 15-31 (Canceled).

6  
7 32. (Currently Amended) One or more computer-readable media  
8 embodying a software object coupled to a source processing chain in a media  
9 processing filter graph comprising:

10 a software object input, coupled to a media source, to receive content from  
11 the media source;

12 a dynamically determined plurality of software object outputs, each  
13 responsive to the software object input and coupled to a plurality of source  
14 processing chain, to provide each of the source processing chains with their  
15 requested respective disparate media type source clips ~~media content requested~~  
16 from a single instance of the media source in accordance with a user defined  
17 media processing project, wherein said object is configured to parse the media  
18 source content into the respective disparate media type source clips provided by  
19 said single instance of the media source;

20 the source processing chain comprising:

21 a scalable, dynamically reconfigurable matrix switch having a  
22 plurality of inputs and a plurality of outputs;

23 at least one matrix switch input being communicatively linked with a  
24 first processing chain portion;  
25

1 at least one other matrix switch input being communicatively linked  
2 with a second processing chain portion;

3 the matrix switch being configured to dynamically couple one or  
4 more of the matrix switch inputs to one or more of the matrix switch  
5 outputs.

6  
7 33. (Previously Presented) The one or more computer-readable media  
8 of claim 32, wherein the matrix switch is configured to dynamically couple said  
9 one or more matrix switch inputs to said one or more matrix switch outputs based,  
10 at least in part, on a media time associated with the user defined media processing  
11 project.

12  
13 34. (Previously Presented) The one or more computer-readable media  
14 of claim 32, wherein the matrix switch is configured to dynamically couple said  
15 one or more matrix switch inputs to said one or more matrix switch outputs based,  
16 at least in part, on a project time associated with the user defined media processing  
17 project.

18  
19 35. (Previously Presented) The one or more computer-readable media\_of  
20 claim 32, wherein the matrix switch is configured to dynamically couple said one  
21 or more matrix switch inputs to said one or more matrix switch outputs based, at  
22 least in part, on content of a matrix switch programming grid.

23  
24 36. (Previously Presented) The one or more computer-readable media  
25 of claim 32, wherein the matrix switch is configured to dynamically couple said

1 one or more matrix switch inputs to said one or more matrix switch outputs based,  
2 at least in part, on a media time associated with the user defined media processing  
3 project, a project time associated with the user defined media processing project,  
4 and content of a matrix switch programming grid.

5  
6 37. (Previously Presented) The one or more computer-readable media\_of  
7 claim 32, wherein the software object alleviates each source processing chain from  
8 opening an independent instance of the source.

9  
10 38. (Previously Presented) The one or more computer-readable media\_of  
11 claim 32, wherein the number of software object outputs are dynamically  
12 determined by the number of independent processing chains required to process  
13 media content from the media source.

14  
15 39. (Previously Presented) The one or more computer-readable media\_of  
16 claim 32, wherein the object receives requests for media content from one or more  
17 of the source processing chains and satisfies said requests.

18  
19 40. (Previously Presented) The one or more computer-readable media\_of  
20 claim 39, wherein the object issues seek commands to the media source to satisfy  
21 the request(s) for media content.

22  
23 41. (Previously Presented) The one or more computer-readable media\_of  
24 claim 39, wherein the object serializes simultaneous requests for media from the  
25 source received from multiple source chains.

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2 42. (Previously Presented) The one or more computer-readable media of  
3 claim 41, wherein the object prioritizes the serialized requests based, at least in  
4 part, on a relative project time of each of the requested clips.

5  
6 43. (Previously Presented) The one or more computer-readable media of  
7 claim 32, wherein the software object is an instance of a segment filter exposed to  
8 a media processing system executing on a computer system through a render  
9 engine.

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11 44. (Currently Amended) A storage medium comprising executable  
12 instructions which, when executed, implement a system comprising:

13 means for coupling to a media source to receive content from the media  
14 source to provide an input;

15 means for dynamically determining a plurality of outputs, each responsive  
16 to the input and coupled to a plurality of source processing chains, to provide each  
17 of the source processing chains with their requested respective disparate media  
18 type source clips ~~media content requested~~ from a single instance of the media  
19 source in accordance with a user defined media processing project, wherein said  
20 means for dynamically determining is configured to parse the media source  
21 content into the respective disparate media type source clips provided by said  
22 single instance of the media source;

23 the source processing chain comprising:

24 a scalable, dynamically reconfigurable matrix switch having a  
25 plurality of inputs and a plurality of outputs;

1 at least one matrix switch input being communicatively linked with a  
2 first processing chain portion;

3 at least one other matrix switch input being communicatively linked  
4 with a second processing chain portion;

5 the matrix switch being configured to dynamically couple one or  
6 more of the matrix switch inputs to one or more of the matrix switch  
7 outputs.

8  
9 45. (Previously Presented) The storage medium of claim 44, wherein the  
10 instructions implement a system in which the matrix switch is configured to  
11 dynamically couple said one or more matrix switch inputs to said one or more  
12 matrix switch outputs based, at least in part, on a media time associated with the  
13 user defined media processing project.

14  
15 46. (Previously Presented) The storage medium of claim 44, wherein  
16 the instructions implement a system in which the matrix switch is configured to  
17 dynamically couple said one or more matrix switch inputs to said one or more  
18 matrix switch outputs based, at least in part, on a project time associated with the  
19 user defined media processing project.

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21 47. (Previously Presented) The storage medium of claim 44, wherein the  
22 instructions implement a system in which the matrix switch is configured to  
23 dynamically couple said one or more matrix switch inputs to said one or more  
24 matrix switch outputs based, at least in part, on content of a matrix switch  
25 programming grid.



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2 48. (Previously Presented) The storage medium of claim 44, wherein the  
3 instructions implement a system in which the matrix switch is configured to  
4 dynamically couple said one or more matrix switch inputs to said one or more  
5 matrix switch outputs based, at least in part, on a media time associated with the  
6 user defined media processing project, a project time associated with the user  
7 defined media processing project, and content of a matrix switch programming  
8 grid.  
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